WARNING

To get the most enjoyment out of this and other NEOGEO POCKET video games, we encourage you to follow the suggestions below:

- Take a 10 or 15 minute break after every hour of gameplay.
- Do not store the game cartridge in extreme hot or cold conditions.
- Do not attempt to open or take apart the cartridge.
- Do not clean with benzene, paint thinner, alcohol or similar solvents.

(EPILEPSY WARNING)

- The perception of certain flashing light patterns, bright light patterns or auditory sound patterns, commonly found in our daily environment as viewed or heard by a small segment of the population, can lead to epileptic seizures. If you have an epileptic condition please consult your physician before playing video games. Individuals who have not experienced any previous seizures

may have an undetected epileptic condition.
If you experience any of the following symptoms
while playing video games consult your physician:
involuntary muscle contractions, auditory seizures,
altered vision, mental confusion, disorientation
and convulsions.

INTRODUCTION

Thank you for your purchase of the NEOGEO POCKET
software cartridge "Crush Roller."
With a separately sold NEOGEO POCKET LINK CABLE,
you can enjoy the two-player vs. mode.
So, before beginning the game, carefully read this user's
manual to find out how you can paint your way to pure
playing pleasure.

CONTENTS

A Button

Used to activate selected modes and stages.

OPTION

Used to delete saved data and pause game action.

POWER

NEOGEO POCKET

SNK

Joystick

Used to move the brush and roller during game play and to select modes and stages.

B Button
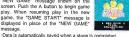
Used for cancelling settings.

When the Demo screen is displayed, push the A button to call up the Menu screen and select various modes.

NEW GAME (GAME START)

When playing a new game, select the "NEW GAME" message shown on the screen. Push the A button to begin game play. When resuming play in the new game, the "GAME START" message is displayed in place of the "NEW GAME" message.

· Data is automatically saved when a stage is completed.

· When deleting saved data, push the OPTION button to call up the Personal Data screen and press the OPTION button again. When "DELETE" is displayed, select "YES" with the joystick and push the A button to delete data.

COLLECTION

A mode that lets you see collected Irksters. For more details, see "COLLECTION MODE" on page 11.

TRIAL

A mode that lets you freely select your favorite cleared stages and play them one at a time.

VS

Use the separately sold NEOGEO POCKET LINK CABLE to enjoy two-player competitive play (For more details, see "COMPETITIVE PLAY GAME RULES" on pp. 12 to 13.)

SINGLE-PLAYER GAME RULES

After the messages "READY," "GO" are shown on the Stage screen, the game begins.

Basic Rules

- Move the brush to color in the map. When the map is completely colored, the stage is completed.

- When monsters touch a brush, the number of brushes decreases by one. When brushes displayed at the bottom of the screen are gone, the game ends.

- When the brush touches a roller, the brush shoots straight forward in the roller zone, allowing you to smoosh monsters.

- In addition to monsters, Irksters will also appear. If you don't color in the footprints made by these pesky characters, you can forget about clearing the stage.

- Passing your brush through the arrows at the side of maps, to warp to the opposite side of the map. Also, in each stage map there is a one-story and two-story level, and 3-D intersection, so make sure you paint these carefully, too.

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1. BRUSH

Move the joystick up, down, right, and left to move the brush. Also, move the brush to grab rollers and catch Irksters. When the brushes appearing at the bottom of the screen are all used up, game's over, pal!

2. ROLLER

Use the roller to get rid of monsters. But be careful, the area the roller can be used is limited.

3. MONSTERS

Two monsters come around. Crushed monsters will come back to life after a certain amount of time elapses. Bonus points increase as you crush monsters continuously.

4. IRKSTERS

As each stage proceeds, an Irkster will appear. You must touch up the footprints made by these pains-in-the-patootie to clear stages. When you grab these characters, you get bonus points. And boy, do you deserve them!

5. SCORE DISPLAY

Your current score is displayed on the screen.
- Scoring is totalled as follows:
  Points are increased as you color the streets.
  50 points to gradually higher totals for each monster crushed.
- Points are different with the colors of crushed monsters.

Blue	Yellow	Red	Purple
100 Points	200 Points	300 Points	400 Points

- Bonus points added for each Irkster caught.
- Time bonus.

Play until you paint your way to the top score!

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When you complete a stage, the Stage Selection screen appears. Select the next stage with the joystick and push the A button to proceed to the next stage.

Pressing the OPTION button displays "PERSONAL DATA" and allows you to see the stage map. Cleared stages are marked. Go on to clear all stages and win, Win, WIN!!!

View data on captured Irksters in the "Collection Mode."

By clearing increasingly difficult stages, you get nearer to the final stage. If you can finish the final stage, sit back and enjoy the ending demo!

Because stage selections branch off into various selections, you may make it to the ending without playing a particular stage or two. So don't just sit there whining over your choices.
To see all of the stages, you'll just have to play again. Get to it!

COLLECTION MODE

Select "COLLECTION" on the Menu screen and push the A button to enter the "COLLECTION MODE."

In this mode, you can see all the Irksters which appeared in the stages you've completed.

Because Irksters are basically limited to one per screen, you won't be able to get all of these characters unless you complete all of the screens. Collect all Irksters and complete the "Irkster Collector Album."

PERSONAL DATA (OPTION BUTTON)

Information for completed stages is displayed on the route map. Select the next stage after checking your route on this map. If you don't check this map and make a bad move, don't come whining to us about it!

With this game, you can use the separately sold NEOGEO POCKET LINK CABLE and play against a friend. For two-player games, insert a "CRUSH ROLLER" software cartridge into both NEOGEO POCKET main units.

First, check to see that both NEOGEO POCKET or NEOGEO POCKET COLOR main units are turned off.

1. Connect the two NEOGEO POCKET or NEOGEO POCKET COLOR main units with the separately sold NEOGEO POCKET LINK CABLE.

2. Turn both NEOGEO POCKET main units on.

3. Select "VS" on the Title Menu screen and push the A button to call up the Two-Player Play screen.

4. The game begins after the host player finishes selecting the stage.

Competitive Play Rules

You will win when you completely color the map faster than the opponent.

You will win if you survive longer than the opponent.

MONSTERS

· When monsters are crushed with the roller, the number of monsters crushed appears on your opponent's screen.

· The monsters you crushed will be powered-up and appears on your opponent's screen.

•Patterns for Power Increases

1. Crushed Monster   Sends 1 blue monster to opponent.
2. Crushed Monsters   Sends 2 yellow monsters to opponent.
3. Crushed Monsters   Sends 3 red monsters to opponent.
4. Crushed Monsters   Sends 1 special monster and 3 blue monsters to opponent.

IRKSTERS

· When the Irkster that appeared steps on the determined square, it will disappear.

· As in one-player games, Irksters will disappear when they are touched with the brush.

Here are some of the many unique Irksters that appear in the game.

SLINKY

Class - Feline
Favorite thing - Fish burgers
Talent - Fortune telling

NIWA NIHA

Class - Poultry
Favorite thing - Gossip
Talent - Information gathering

There are several other Irksters.
Find them in various stages!

PINK

Class - Rabbit
Favorite thing - Filthy rich people
Talent - Double-tier jumps

KAMZO

Class - Dog
Favorite thing - Horse races
Talent - Breaking the house